

**Leisure
Genius** *presents*

THE COMPUTER EDITION OF



Parker Brothers Real Estate Trading Game

**For IBM PC 512K and above, CGA,
EGA, TANDY, HERCULES MONO**

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MONOPOLY®

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THE DISTINCTIVE DESIGN OF THE GAME BOARD, AS WELL AS EACH OF THE DISTINCTIVE ELEMENTS OF THE BOARD, THE PIECES, AND THE WORD **MONOPOLY** ARE TRADEMARKS OF PARKER BROTHERS, DIVISION OF TONKA CORPORATION, FOR ITS REAL ESTATE TRADING GAME AND GAME EQUIPMENT.

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Parker Brothers' **MONOPOLY**® Real Estate Trading Game was presented to Parker Brothers during the Great Depression by Charles B. Darrow of Germantown, Pennsylvania. The street names on the game board were adopted from actual streets in Atlantic City, New Jersey, Darrow's favorite vacation spot.

The first games were handmade. Darrow gave them to friends and sold a few through a Philadelphia department store. As demand for the game grew, Darrow could not keep up with the orders and arranged for Parker Brothers to take over the game.

Since 1935 when Parker Brothers acquired the rights to the game, it has become the leading proprietary game not only in the United States but throughout the Western world. The game is published under license in thirty-two countries and in twenty-three foreign languages.

OBJECT... The object of the game is to become the wealthiest player through buying, renting and selling property.

EQUIPMENT... The equipment consists of the on-screen board, two dice, eight tokens or playing pieces, thirty-two green houses and twelve red hotels, Chance and Community Chest cards and Title Deeds for each property.

PREPARATION... Each player chooses one token to represent him on his travels around the board. Each player receives \$1,500 from the Bank. All other equipment goes to the Bank.

BANKER... The computer will always act as Banker.

THE BANK... Besides the Bank's money, the Bank holds the Title Deed cards and houses and hotels prior to purchase and use by the players. The Bank pays salaries and bonuses. It sells and auctions properties to the players and distributes their proper Title Deed cards; it sells houses and hotels to the players, loans money when required on mortgages.

The Bank collects all taxes, fines, loans and interest and will buy back houses and hotels at half price.

THE PLAY... Each player in turn throws the dice. The player with the highest total starts the play. His token is placed on the corner marked **GO**. He throws the dice and moves his token in the direction of the arrow the number of spaces indicated by the dice. After he has completed his play, the turn to play goes in the order in which the names have been entered (see page 11). The tokens remain on the spaces occupied and proceed from that point on the player's next turn. One or more tokens may rest on the same space at the same time.

Depending on the space which his token reaches, a player may be entitled to buy real estate or other properties or be obliged to pay rent, pay taxes, draw a Chance or Community Chest card, "GO TO JAIL", etc.

If a player throws doubles, his token is moved the sum of the two dice and is subject to any privileges or penalties pertaining to the space on which he lands. He then throws again and moves his token as before. If a player throws doubles three times in succession, he must "GO TO JAIL".



GO... Each time that a player's token lands on or passes over "GO", the Bank pays him \$200 "Salary".



BUYING PROPERTY... Whenever a player lands on an unowned property he may buy that property from the Bank at its displayed price. He receives the Title Deed card showing ownership. If he does not wish to buy the property it is sold at auction by the Banker to the highest bidder. The buyer pays to the Bank the amount of the bid in cash and receives the Title Deed card for that property. Any player, including the one who declined the option of buying it at the printed price, may bid. Bidding may start at any price.



PAYING RENT... When a player lands on property owned by another player the owner collects rent from him in accordance with the list printed on the Title Deed card applying to it.

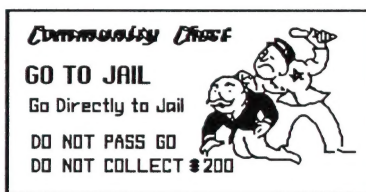
If the property is mortgaged, no rent can be collected.

It is an advantage to hold all the Title Deeds in a color group because the owner may then charge double rent for unimproved properties in that color group (i.e., Boardwalk and Park Place, or Connecticut, Vermont and Oriental Avenues). This rule applies to unmortgaged properties even if another property in that color group is mortgaged.

It is even more of an advantage to have houses or hotels on properties because rents are much higher than for unimproved properties.

The owner may not collect his rent if he fails to ask for it before the next player throws the dice.

CHANCE and COMMUNITY CHEST... When a player lands on either of these spaces he is allocated the next card from the pack and follows the instructions.



The "Get Out of Jail Free" card is held until needed. After being used it is "returned" to the pack.

INCOME TAX... When a player lands on "Income Tax" he has two options: he may estimate his tax at \$200 and pay the Bank, or he may pay 10% of his total worth to the Bank. His total worth is all his cash on hand, printed prices of mortgaged and unmortgaged properties and cost price of all buildings he owns.

The player must decide which option he will take *before* he adds up his total worth.



JAIL... A player lands in Jail when...

- (1) his token lands on the space marked "GO TO JAIL"
- (2) he is allocated a card marked "GO TO JAIL"
- (3) he throws doubles three times in succession

When a player is sent to Jail he cannot collect \$200 salary in that move since regardless of where his token is on the board, he must move it directly into Jail. A player's turn ends when he is sent to Jail.

If a player is not sent to Jail but in the ordinary course of play lands on that space, he is "Just Visiting", incurs no penalty, and moves ahead in the usual manner on his next turn.



JUST VISITING

A player gets out of Jail by...

- (1) throwing doubles on any of his next three turns... If he succeeds in doing this he immediately moves forward the number of spaces shown by his doubles throw; even though he has thrown doubles he **does not** take another turn
- (2) using the "Get Out of Jail Free" card if he has it
- (3) paying a fine of \$50 before he throws the dice of either of his next two turns.

If the player does not throw doubles by his third turn he **must pay** the \$50 fine. He then gets out of Jail and immediately moves forward the number of spaces shown by his throw.

Even though he is in Jail, a player may buy or sell property, buy or sell houses and collect rents.

FREE PARKING... A player landing on this space does not receive any money, property or reward of any kind. This is just a "free" resting place.

FREE



PARKING

HOUSES... When a player owns all the properties in a color group he may buy houses from the Bank and erect them on those properties.

If he buys one house, he may put it on any one property. The next house he buys must be erected on one of the unimproved properties of this or any other complete color group he may own.

The price he must pay the Bank for each house is shown on his Title Deed card for the property on which he erects the house.

The owner can still collect double rent from an opponent who lands on the unimproved properties of his complete color group.

A player may buy and erect at any time as many houses as his judgement and finances will allow. **But he must build evenly**, i.e., he cannot erect more than one house on any one property of any color group until he has built one house on every property of that group. He may then begin on the second row of houses, and so on, up to a limit of four houses to a property. For example, he cannot build three houses on one property if he has only one house on another property of that group.

As a player builds evenly, he must also break down evenly if he sells houses back to the Bank (see SELLING PROPERTY).



HOTELS... When a player has four houses on each property of a complete color group, he may buy a hotel from the Bank and erect it on any property of that color group. He returns the four houses from that property to the Bank and pays the price for the hotel as shown on the Title Deed card. Only one hotel may be erected on any one property.

BUILDING SHORTAGE... When the Bank has no houses to sell, players wishing to build must wait for some player to turn back or to sell houses to the Bank before building. If there are a limited number of houses and hotels available, and two or more players wish to buy more than the Bank has, the houses or hotels must be sold by auction to the highest bidder. Hotels take priority over houses when bought or auctioned.

SELLING PROPERTY... Unimproved properties, railroads and utilities (but not buildings) may be sold to any player as a private transaction for any amount that the owner can get. However, no property can be sold to another player if buildings are standing on any properties of that color group. Any buildings so located must be sold back to the Bank before the owner can sell any property of that color group.

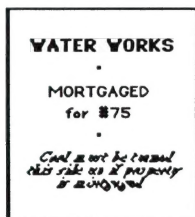
Houses and hotels may be sold back to the Bank at any time for **one half** the price paid for them.

All houses on one color group may be sold one by one, evenly, in the reverse order in which they were erected. All hotels on one color group may be sold at once. Or they may be sold evenly, in the reverse order in which they were erected.

MORTGAGES... Unimproved properties can be mortgaged through the Bank at any time. Before an improved property can be mortgaged, all the buildings on all the properties of its color group must be sold back to the Bank at half price. The mortgage value is displayed on each Title Deed card. No rent can be collected on mortgaged properties or utilities, but rent can be collected on unmortgaged properties in the same group.

In order to lift the mortgage, the owner must pay the Bank the amount of the mortgage **plus** 10% interest. When all the properties of a color group are no longer mortgaged the owner may begin to buy back houses at full price.

The player who mortgages property retains possession of it, and no other player may secure it by lifting the mortgage from the Bank. However, the owner may sell this mortgaged property to another player at any agreed price. The new owner may lift the mortgage at once, if he wishes, by paying off the mortgage plus 10% interest to the Bank. If he does not lift the mortgage at once he must pay the Bank 10% interest when he buys the property, and if he lifts the mortgage later he must pay an **additional** 10% interest as well as the amount of the mortgage to the Bank.



BANKRUPTCY... A player is bankrupt when he owes more than he can pay either to another player or to the Bank.

If his debt is to another player, he must turn over to that player all that he has of value and retire from the game. In the making of this settlement, if he owns houses or hotels, he must return these to the Bank in exchange for one half the amount of money paid for them. This cash is given to the creditor.

If he has mortgaged property he also turns this property over to his creditor but the new owner must at once pay the Bank the amount of interest on the loan, which is 10% of the value of the property. It is possible for the player collecting the debt to go bankrupt if the 10% cannot be paid.

After the new owner does this, he may, at his option, pay the principal or hold the property until some later turn at which time he may lift the mortgage.

Should a player owe the Bank, instead of another player, more than he can pay (because of taxes or penalties) even by selling his buildings and mortgaging property, he must turn over all his assets to the Bank. The Bank immediately sells by auction all property so taken, except buildings.

A bankrupt player must immediately retire from the game.

The last player left in the game wins.

MISCELLANEOUS... Money can only be loaned to a player by the Bank and then only by mortgaging property.



RULES FOR A SHORT GAME...

Before commencing, the players agree upon a definite duration for the game. The Banker "shuffles" and cuts the Title Deed cards and deals two cards to each player. The players immediately pay the Bank the price of the property dealt to them.

In this short game it is only necessary to have three houses (instead of four) on each lot of a complete color group before the player may buy a hotel.

Rent received for a hotel remains the same as in the regular game.

The game proceeds in the usual manner until the agreed time has passed. No further dealings must take place, but if a player is in the middle of a turn when the finish is announced, he is allowed to complete his move and any transactions in connection with it.

Each player then calculates the value of his possessions consisting of:

- 1) Cash in hand
- 2) Unimproved property & Utilities (at purchase price)
- 3) Mortgaged property (at mortgage value)
- 4) Houses (at cost price)
- 5) Hotels (at the cost of five houses)

THE RICHEST PLAYER WINS!

INTRODUCTION TO COMPUTER MONOPOLY...

The computer version of the MONOPOLY board game conforms to all the rules of the board game and some of the rules used in tournament play. From 2 to 8 players can participate. These may be human or computer or any combination. The computer will also play banker and will control all money and property transactions automatically.

Players are advised to play a test game consisting of human players only, while they familiarize themselves with the instructions. Playing against the computer will add a new dimension to the game as the computer opponents play a ruthless game.

It has been necessary to abbreviate some of the names of the properties shown on the board. The large Title Deed cards still include the name in full. Below is a list of the abbreviations:

MEDITERRANEAN	- MEDIT.	KENTUCKY	- KENTKY.
CONNECTICUT	- CONN.	ILLINOIS	- ILL.
VIRGINIA	- VIR.	NORTH CAROLINA	- N.CARO.
PENNSYLVANIA	- PENN.	ATLANTIC	- ATLAN.
TENNESSEE	- TENN.	ORIENTAL	- ORIENT.

LOADING INSTRUCTIONS...

Switch on the computer and insert the System Disk (consult the User Manual if in doubt).

At the A> prompt, insert the MONOPOLY Game Disk and type **"MONOPOLY"**.

Note: If you wish to save your game, you will need to format a disk to save it to. Refer to your User Manual for formatting instructions.

DO NOT SAVE GAMES TO THE MONOPOLY DISK.

Installing to a hard disk. At the A> prompt, type INSTALL C:. After the program has been installed to the hard disk, you may load it from the C> by first changing to the directory holding the MONOPOLY program, then type MONOPOLY.

Note: The game can only be saved to the drive from which the game was loaded. So, if the "game" is copied to your hard disk, and run from your hard disk, you could "save game" to your hard disk.

STARTING A GAME...

The effects of using the options are prompted within the game. Most Y/N answers have a default answer (shown in brackets.)

Once the game has loaded, you will be prompted with the following:

1. DO YOU WISH TO LOAD A PREVIOUSLY SAVED GAME ? (N)

If you wish to resume a saved game, press **Y**. You will then be prompted to enter the file name of your saved game. Enter the file name, insert your SAVE game disk, and press RETURN. Your game will resume from the point you saved it.

If you do not wish to load a saved game, press the **N** key.

2. HOW MANY PLAYERS IN THIS GAME?

You can play with 2 - 8 players. Any player can be controlled by a human or the computer.

3a. PRESS 1 to 8 TO CHOOSE A TOKEN.

On the bottom of the screen you will notice the eight MONOPOLY playing tokens - Motor Car, Thimble, etc. Press the number key corresponding to the token you wish to play (i.e., if you wish to play with the Motor Car then press key 1, for the Thimble press key 2, etc).

3b. GIVE THIS PLAYER A NAME.

Now enter a name of not more than seven characters and press **RETURN**.

3c. IS THIS A COMPUTER PLAYER ? (N)

Press **Y** if this token is to be controlled by the computer, and **N** if a human is going to play for this token.

You will now be prompted to choose another token and the whole process begins from 3a again until all the players have been entered.

4. DO YOU WISH TO PLAY THE SHORT GAME ? (N)

The short game is played over a specified period of time. Answer **Y** to the prompt and you will now be asked to ENTER THE TIME FOR A SHORT GAME IN HOURS AND MINUTES (default 2.00 hours). Enter one number for hours. Then enter two numbers for minutes. Press **RETURN**.

The computer will now deal two properties to each player and deduct the money accordingly. (You are obliged to buy the two properties dealt to you by the computer.) (See page 14 for short game rules.)

You are now ready to start playing. The dice are now thrown in turn, and the player throwing the highest score will go first.

SCREEN DESCRIPTION...

Running along the top of the screen is the OPTION BAR. The commands used to control the game are written upon this bar. All moves start by selecting DICE and end by selecting DONE. A detailed description of all the functions on the Option Bar can be found on page 20.

Below the Option Bar is the main playing board. This is shown in perspective,



and gives a good overall view of the game. You will notice the player's pieces moving round each time the dice are thrown.

To the left of the main board is the name of the player whose turn it is. The player number, and playing piece are also shown.

To the right of the main board is the clock (short game only). This counts down and the game will end and a winner will be announced when it reaches zero.

On the bottom left of the screen you will notice four cards. These give a local view of the area in front of the player's piece, including the square they currently occupy. These cards scroll along as the player's piece moves around the board (only if FASTMOVE is inactive). They show whether a property is FOR SALE, SOLD, MORTGAGED, or has HOUSES or HOTELS built on it.

Above these four cards are the CASH and PROPERTY displays. CASH is represented by a small pile of coins, PROPERTY by a fan of cards. A player's cash and property are displayed during his/her move.

On the bottom right of the screen is an enlarged version of the square the player currently occupies. This large card holds all details concerning that property, Mortgage value, Building prices, and Rent payable. If the property is owned, the owner's playing piece is displayed in the top right corner of the card. If the property has houses or hotels, the rent payable is highlighted.



CONTROL METHOD... The game is played via the keyboard. Wherever possible we have included a default value to many of the **Y/N** prompts. This enables the player to press **RETURN** instead of having to decide whether to press **Y** or **N**. The defaults will become useful to the more experienced player.

Screen messages are displayed for a period of time, if you find that this is too long, press the **SPACE-BAR**. This cancels the time delay while a message is being displayed.



OPTION BAR... Running across the top of the screen is the **OPTION BAR**. The commands used to control the game are written upon this bar.

Press the first letter of the option you wish to select, i.e., if you wish to select the option to **QUIT**, then press the **Q** key.

Some of the options during Mortgage, Trade, and Buy/Sell houses can be confusing at first due to the complexities involved. If you manage to get stuck in a menu which is waiting for you to input a player number or sum of money, just press **RETURN** and you should be put back onto the Option Bar. This is not always the case as sometimes players are forced to mortgage property to pay outstanding rent. A player will not be let out of the menu until the debt has been cleared. We have tried to make the computer game as friendly as possible with the inclusion of sensible default answers in response to questions asked.

QUIT... This option will quit the game. Don't worry if you select it by mistake as you are asked for verification before the **QUIT** command is executed. On selecting this option you will be prompted with the following:

DO YOU WISH TO SAVE THIS GAME ? (N)

See section on **SAVE** game.

DO YOU WISH TO CONTINUE THIS GAME ? (Y)

If you wish to continue the game, press **Y** or **RETURN**. You will now be placed back at the Option Bar.

If you answered **N**, the game will end, the computer will add up all the cash and assets of each player, and it will declare a winner.

SAVE... This Option allows the player to **SAVE** the current game, and **RESUME** it at a later date. You must have a previously formatted disk to save your game onto.

DO NOT SAVE GAMES TO THE MONOPOLY DISK!!!

If you answered **Y** to this then you will be prompted:

ENTER FILE NAME FOR MONOPOLY DATA... Insert a blank formatted disk and type in a file name of up to 8 letters and press **RETURN**. You may save as many games as you wish to a disk as long as you give each game a different file name. Your game will be saved to the default drive.

Note: Remember your file name as you will be asked for it when you wish to resume a game.

MORTGAGE... The Player may either select this option voluntarily or will be forced into it when they do not have the cash to pay an outstanding debt. Once the option has been selected the computer asks **DO YOU WANT TO SEE PLAYER INFORMATION (N)** (for **PLAYERS** option, see below). After answering **N** to this prompt, a small **M** (**MORTGAGE**) cursor will appear on the board.

Move the cursor to the property you wish to mortgage and press **RETURN**. If you wish to get out of this option press **Q** (**QUIT**). The process of mortgaging property will continue until **Q** is pressed.

PLAYERS... This option contains information about the Players - the **(P)ositions**, **(O)wners**, **(S)equence**, **(W)ealth**, and **(H)otel and (H)ouse development**.

On entering the **PLAYERS** Menu you will be prompted with a list of options. Each option can be accessed by pressing the corresponding key, shown in brackets.

(P)ositions... This option displays the position of all the players. On entering the option you will be asked to enter a player number (1-8). If you wish to quit this option, press **RETURN** without entering a number.

(O)wners... Enter owner **(1-8)** or **(A)** for all. Press **(Q)** to quit (Default **Q**). If you wish to see the full owners list, press the **(A)LL** key.

To the left of each property in the list is the number of the player who owns that property. A property with white lettering against a red background denotes the property is currently mortgaged.

If you wish to view only the properties belonging to you, then you must enter your player number at the above prompt. Your cash status is also shown. You may check up on any other players in this way, regardless of whether they are human or computer.

(S)EQUENCE... Pressing **(S)** shows the order of play.

(W)EALTH... This option shows the financial status of all the players.

(H)OUSES... This option works the same as **(O)wners**, but it shows any development in properties. It also shows how many houses/hotels are available.



BUYING HOUSES... Select this option if you wish to buy or sell houses or hotels. Any number of players may buy houses or hotels at this stage of the game, regardless of whose turn it is.

The first prompt on entering this option is:

DO YOU WISH TO BUY HOUSES ? (No Default)

If you do not wish to buy any houses, press **N**. If you answered **Y** to this prompt you will be asked, **DO YOU WISH TO SEE PLAYER INFORMATION?**

After answering **N** to this question you will be prompted to **ENTER A PLAYER NO (1-8)**. You must enter your own number. A **(HOUSE)** or **(HOTEL)** cursor will appear on the screen. Move the cursor to the desired color set and press **RETURN**. The color set will now be enlarged and placed at the bottom of the screen. Other sets may be selected until the player selects **(Q)uit**. This is followed by **HOW MANY BUILDINGS DO YOU WISH TO BUY?**

After entering the number of buildings the computer will repeat **DO YOU WANT TO SEE PLAYER INFORMATION?** followed by **ENTER A PLAYER NO.**, etc. If other players wish to buy houses or hotels then they should enter their numbers.

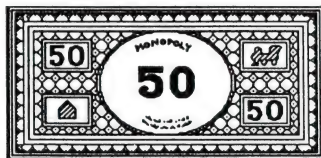
If no further players wish to buy, then press **RETURN**.

There are 32 houses and 12 hotels in the game. If demand for houses and hotels is greater than the Bank can supply, the Bank will hold an auction, and the houses or hotels will be sold to the highest bidder.

After all players wishing to buy houses or hotels have entered their numbers, the chosen sets will be displayed at the bottom of the screen. The appropriate

player now moves the cursor over the desired property and presses **RETURN** to place a house or hotel. This process is repeated until all houses or hotels have been placed. The computer will automatically deduct the money to pay. If the player needs to mortgage, trade or sell houses to raise the money, the computer will offer the player these options until the debt has been settled.

The computer will let players buy houses or hotels as long as they have enough cash and mortgagable property available to pay for them.



SELLING HOUSES... Selling houses follows much the same procedure as buying. Houses are removed from the board instead of being placed.

Select the **HOUSES** option from the main Menu Bar. You will be asked **DO YOU WISH TO BUY HOUSES?** Answer **N** and you will be asked **DO YOU WISH TO SELL HOUSES?** Answer **Y** and you are now ready to sell a house.

The first prompt inside this option is **DO YOU WANT TO SEE PLAYER INFORMATION?** You should now be familiar with how the player information works.

After answering **N** to this question, you will be prompted **ENTER A PLAYER NO (1-8)**. You must enter your own number. A (HOUSE) cursor will appear on the screen. Move the cursor to the desired color set and press **RETURN**. The color set will now be enlarged and placed at the bottom of the screen. The player now moves the cursor over the desired property and presses **RETURN** to remove a house. This process is repeated until the player decides to press **Q** and **QUIT** the house-selling option. The computer will automatically pay the player half the face value of the houses sold.

Players will sometimes find they are automatically forced into the house-selling option to clear a debt.



SELLING HOTELS... If a player wishes to sell an hotel the principle is the same, unless there is a shortage of houses available from the Bank. A player with hotels on all properties in a Color Set may end up losing all hotels after selling just one.

If any hotel is sold off and there are not enough houses to replace it, the player is forced to downgrade the color group to the number of houses available from the Bank. As players must build evenly, the remaining hotels have to be sold off to even things up. Thus it is possible for a player to be forced to dispose of all buildings because of a housing shortage.

Example:

A player has an hotel on "ST. JAMES PLACE", "TENNESSEE AVENUE", and four houses on "NEW YORK AVENUE". The Bank is currently holding three houses. (See Figure 1.)

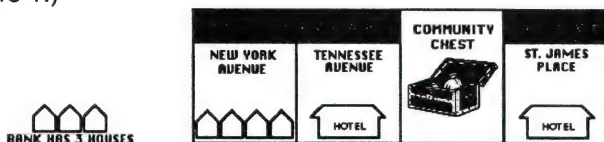


Figure 1

The player is forced to sell the hotel on "ST. JAMES PLACE" for which he/she will receive \$50. The Bank only has three houses so the player receives a further \$50 for the fourth house and has three remaining houses. (See Figure 2.)

There is now a building imbalance as "TENNESSEE AVENUE" still has an hotel. The hotel on "TENNESSEE AVENUE" now has to be sold. The bank does not have any houses left, so the whole property is effectively cleared and

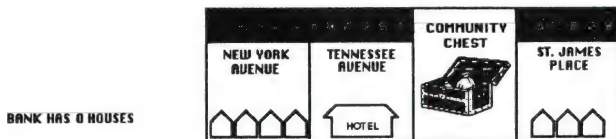


Figure 2

the player forced to take \$250 as if the hotel and four houses had been sold. The remaining houses are now re-shuffled to create an even balance; the computer will place any odd house on the highest valued property. (See Figure 3.)

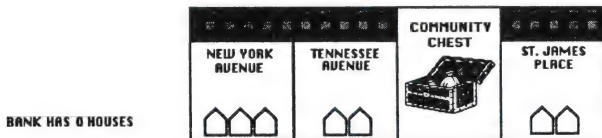


Figure 3

If this situation should occur during the game, the computer will automatically prompt **NOT ENOUGH HOUSES LEFT TO REPLACE A HOTEL!**

REARRANGING THE SET... All the necessary calculations and re-shuffling needed to take this rule into account will be done by the computer, however an understanding of the rule is needed to appreciate the strategic advantage which can be gained from forcing other players into this situation.

Players may wish to tactically buy up all the houses in the hope that a player with hotels may need to sell one to clear a debt, and the player may end up being forced to sell all buildings.

TRADE... Both human and computer players may trade freely with each other. Often the computer will initiate trades. Trading is one of the most necessary parts of the game. Without it the game can effectively carry on forever if all players are evenly balanced, and no player has a color set.

The player initiating the **TRADE** option will be prompted:

DO YOU WANT TO SEE PLAYER INFORMATION ? (N)

If you are unfamiliar with this prompt, see the section on **PLAYERS** on page 22.

The computer will then ask **ENTER PLAYER NO.** The player wishing to trade should enter the number (1-8). If a player wishes to get out of this option and return to the option bar, then press **RETURN** instead of a number.

A "T" (**TRADE CURSOR**) will now appear on the board. Use the cursor keys to move the T cursor to the property on offer and press **RETURN**.

The cursor now returns to the first property on the board owned by the trading player. If the trading player wishes to include more than one property in the offer, move the cursor to the next property to trade and press **RETURN**. This process is repeated until the player decides not to offer any more properties.

Each time the player presses **RETURN**, another property (provided it is valid) is added to the list of properties to be traded. The trading player may elect to offer no property in favor of paying cash only, in which case they should press **Q** (**QUIT**). The owner of each property is shown on the top right corner of the large card on the bottom right of the screen. Players should only trade one property at a time until they have become familiar with this option.

Once the offer side has been terminated by pressing the **Q** (**QUIT**) key, the computer will prompt: **ENTER PLAYER NO.** This refers to the player being traded with (i.e., if player 1 has initiated a trade with player 2, then 2 must be entered at this point). If the player offering the trade wishes to call off the trade, press **RETURN**.

The process of moving the T cursor is now repeated as above, only this time the player is selecting the property to be gained from the trade. Again, more than one property may be included in the exchange; also, the player may wish to select no property in favor of all cash, in which case **Q** (QUIT) should be pressed to terminate the property selection.

Once the player has selected both the property on offer and the property required, the computer will respond with ENTER THE CASH AMOUNT IN THIS TRADE (**RETURN** if there is no cash adjustment.)

If no cash adjustment is to be paid, the computer will ask the player whether they accept the offer made by the trading player. Answer **Y** or **N**.

If there is a cash adjustment, then the computer will reply IS OFFER PLAYER X TO RECEIVE THE CASH? Answer **Y** or **N**.

The computer asks the player being made the offer DO YOU ACCEPT TRADE? If the trade is acceptable, then the computer will swap the necessary properties/cash and the trade is completed successfully.

UNCOMPLETED TRADES WILL BE STACKED

If two players agree to a trade that involves a cash payment, and the player who agreed to pay does not have that amount available in cash, the contents of that trade are held in a "stack" (i.e., the properties and cash amount do not yet change hands). Reconciliation of this debt *may* cause another player to extend *his* commitments beyond *his* cash, etc.: the game will automatically keep track of these debts, and attempt to reconcile them in last-debt-first order.

Each time the most recent cash amount on this stack is collected, the affected cash and properties are transferred, and the previous trade on the stack is negotiated. Assets held on the stack do not count in your total: the last player in this chain of debt must come up with the full cash amount (by mortgage or other means) exclusive of the stacked amounts that may come to him/her as their debts are resolved.

Computer MONOPOLY will not allow a player to offer a trade that would bankrupt either player taking part in the trade.

Players are encouraged to plan the details of their trades amongst themselves using Player Information (to verify that they have the cash or resources to complete the trade), and *then* use the Trade feature to "record" it officially.

CREDITORS MAY BE ABLE TO LIMIT A DEBTOR'S TRADING

The game will recognize if a player is possibly bankrupt and ask the creditor whether to allow the debtor to trade by asking: PLAYER X, WILL YOU ALLOW PLAYER Y TO AVOID BANKRUPTCY BY TRADING?

If the creditor doubts the debtor's ability to raise the amount in cash, answering **N(o)** will trigger the debtor's bankruptcy, and all of the debtor's remaining cash and assets will revert to the creditor. This can prevent a debtor from "dumping" his/her assets to another player (other than the creditor), depriving the creditor of his due.

If the creditor is convinced that the debtor can raise the money with further trading (due to the difference between "market" value and "face" value of the properties), the creditor may answer **Y(es)**, and allow the debtor to continue trading. The creditor who gives the debtor a second chance should nevertheless keep an eye on the following trades, to ensure that the debt is being raised as promised.

TRADING WITH COMPUTER OPPONENTS

Some elements of **MONOPOLY** which human players take for granted are difficult, abstract concepts for computer players, who require rather rigid structures and guidelines. Knowing how they operate may make it easier to get along with them.

Computer players will not agree to deals beyond their resources:

They will not agree to pay a cash amount if they don't have the cash available, or can't raise it by mortgaging.

Computer players require 'parity' in trades: A computer player will not agree to a trade that completes an opponent's color set, unless it also completes a color set of its own. A trade that involves several properties and more than two players (one of which is a computer) may require delicate handling, especially if the cash supply is low. The computer player may possibly surrender property needed by human players, in trade for property that completes its color set. All affected humans should coordinate a trade with the computer player *first*, *then* trade between themselves for the remaining property and cash.

Computer players may be unpredictable: In the example above, if the first deal is not accepted by the computer player, nothing has been lost. However, if the humans began a complex deal, then were thwarted mid-trade by a reticent computer player, the situation might be left unbalanced (in favor of one of the humans).

RENT... This option is used for gathering rent owed by other players. If a player lands on a property owned by you then it is up to you to spot it and collect the rent. Once a player has landed on your property you must, if you wish to collect owed rent, select this option. Once pressed, the computer adjusts both players' cash accordingly. If you fail to press the **RENT** button, then the rent will not be collected. If the other player cannot pay, the computer will make them mortgage property or sell houses or trade in order to clear the debt.

Rent must be collected during a player's turn i.e. before the next player has the dice. If a player has rolled doubles, it is possible to collect more than one rent.

DICE/DONE... This option rolls the dice. You will see a graphic picture of the rolling dice. Your piece will be moved round the board by the computer. Depending where your playing piece lands, you will be offered a number of choices. If you throw a double you will be allowed another throw.

Note: Trading is permitted during a player's turn or in-between other players' turns but not during an opposing player's turn (that is, after another player rolls a double). Computer MONOPOLY does not comply with this rule.

If you throw three consecutive doubles then you will go to Jail. After you have thrown the dice the menu title will change to DONE. When you have finished your turn press (D)ONE to finish your turn.

FASTMOVE (Default Inactive)

FASTMOVE makes each player's move a little quicker. Picking this option toggles between FASTMOVE NOW ACTIVE and FASTMOVE NOW INACTIVE.

CASH (Default Show Cash)

Picking the CASH option will toggle between showing and hiding the cash and property value for each player at the end of a turn. This provides an easy way of knowing the potential value of the property and cash at a glance.

If you are playing with other human players, you may wish to switch the visual display off. A cash and property readout may still be obtained by going into the list of owners.

The value of property is calculated on the amount of cash that can be raised from the Bank. An unmortgaged railroad will have a property value of \$100, the value the Bank will automatically pay if a player needs to mortgage it.

A mortgaged railroad will effectively have a property value of \$0. This is because no more cash can be raised instantly from this property. You may still raise cash by trading the property with another player, but other players aren't always willing to trade.

The value of houses and hotels is also included in the PROPERTY figure, at the value the Bank will pay for them.

Note: At the end of the game the final figure will not be a simple matter of adding property and cash together. The final figure is calculated on face value of property owned: an unmortgaged railroad at \$200, mortgaged railroad at \$100, any houses and hotels at face value.

It is important to understand that the property value shown during the game refers to the cash that *could* be raised from the property and not its face value.

AUCTIONING OF PROPERTY... A player who lands on a property which is unsold will be offered the option to buy it at face value. If the offer is declined the property will be put up for auction by the computer. Players may participate in the auction by pressing their player number (1-8) to register a bid. Press the Space Bar to toggle between the BID and INSTRUCTION prompts.

AUCTIONING OF HOUSES/HOTELS... There are 32 houses and 12 hotels in the MONOPOLY game. If more than one player wishes to buy houses or hotels and the order cannot be fulfilled due to lack of available buildings, the computer will hold an auction and the remaining houses or hotels will be allocated to the highest bidder. Individual color sets bid for houses and hotels with the bidding starting at the house price of the lowest value color set. The auction is carried out in the same way as a property auction. The buying of hotels always takes precedence over the buying of houses.



MONOPOLY[®]

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